Plastic Rat's Fast And Dirty Healing Cheat Sheet

Healing Stun Damage

Body or Willpower (Whichever is higher)
V.S.
2 + Injury modifiers (Stun and physical)

One box of stun damage takes a base time of 60 minutes to heal, divided by the number of successes on the previous test.

A character suffering from Deadly Stun must have their Stun Level reduced to Serious before they awaken.

To recover, a character must be resting completely. If this rest is interrupted, the test must be made again using their current condition.
NOTE: The results of the next test, can never be better than the first one.
NOTE: No medical treatment really helps recover Stun Damage. Only rest.

Healing physical Damage

To determine if healing can occur without medical attention:

Body V.S Wound Table

WOUND TABLE	Wound Level	Target Number
	Light	2
	Moderate	4
	Serious	6

If one or more successes are achieved then the character can heal without medical attention.

NOTE: Perform test after any *First Aid* (*Biotech skill*) or *Magical Healing*
NOTE: Deadly damage ALWAYS requires Medical Attention

Stages of Healing

To determine how long it takes to heal one damage level:

Body
V.S.
Target Number on Healing Table

Divide successes into Base Time (on Healing Table) This is how long it takes to heal one stage.

HEALING TABLE	Damage Level	Base Time	Min. Time	Target Number	Min. Lifestyle
	Deadly	30 days	3 days	10	Hospitalised
	Serious	20 days	2 days	8	High
	Moderate	10 days	1 day	6	Middle
	Light	24 hours	2 hours	4	Low

Using First Aid (Biotech skill)

Must be used within 1 hour of injury.

Biotech cannot do anything once magical healing has been applied.

Test:

Biotech skill
V.S.
TN# from First Aid Table

If the test results in at least 1 success, reduce the damage by one level. If wound it deadly, it doesn't reduce damage, only stabilises patient.
NOTE: NB! Biotech cannot reduce the level of damage by more than ONE level.

FIRST AID TABLE

Damage Level	Target Number	Treatment Time
Light	4	

5 Combat Turns

Moderate
6
10 Combat Turns

Serious
8
15 Combat Turns

Deadly
10
Special

TARGET NUMBER MODIFIERS

Situation	Modifier
Patient is Awakened	+ 2
Bad Conditions	+1
Terrible conditions	+3
Patient's Body Attribute is:	
1-3	+0
4-6	-1
7-9	-2
10 or more	-3
No medikit	+4

Plastic Rat's guide to helping your fellow runner.

I can remember a song my grand-mother once sang to me. (Yeah, contrary to popular

belief, the Plastic Rat had a grandmother and a mother -- the things you find out…) The song said something like *Everybody hurts* or something like that, and man, is that true of life on the street today! There are a million and one things waiting out there to hurt you real bad, many of them armor piercing. You could take a round walking to the corner Stuffer Shack just as easily as you could from a corp security guard who didn't like your face. Life's tough. Deal with it, chummer.

So, for all you runners out there who haven't yet seen your first sucking chest wound, old Plastic Rat's got some vital data for ya. First off, let's start by looking at the classifications the medical community has for different types of wounds.

First off, Stun. Stun can be anything from the peaceful, quiet, zoned-out feeling you have after picking up a solid one from a troll fist, to the sparkling blue lights and nausea you get from being chased through too many back alleys by the fuzz. Even the drained half-dead feeling I hear that spellworms get after chucking one too many fireballs is classified as stun.

Problem is, chummer, take too much of a beating from stun wounds, and you are down and out for the count. Plus, if previously mentioned troll should pummel you for more than your fragile little self can handle, the stun flows over to become a physical wound.

As of yet, there is no known medical technique or spell that takes away stun. Only thing that works is taking it easy. Exchanging high velocity ammunition with your local gang is no way to work off that splitting headache, just good solid quiet rest. So deal with it.

Second off, physical. Physical damage is the stuff that's hard to hide. Busted ribs, open bleeding wounds, bruising that goes that amazing colour you never thought your body could actually show without a nano-tatoo. These fortunately you can do something about. Your first line of defence is the bog standard medikit and someone who knows which end to stick into the patient.   Don't bother trying to patch Jimbo up without one of these. You ever heard of top surgeons doing an entire heart bypass with a rusty spoon? Well, what makes you think you're gonna help anyone with the contents of your backpack and some navel lint? Right… So Lesson One: Carry a medikit and make sure someone around at least knows how to open it.

So, you're out of medical supplies, and the team's brick is bleeding to death under a girder. You have one other option. If you're lucky enough to have your own pet spellslinger, pray that the drekball has a healing or treat spell.

Now that brings us to a little hint from yours truly. No, don't worry, this one's a freebie. If you have access to both options, use the medikit first. Reason being, magic always takes the easiest way out. If you use magic first, it heals up all the easy stuff and seals most wounds closed. After that you're up the proverbial creek with your trusty medikit. Plus, using your basic mundane biotech first will make it easier on your spellworm when he casts his mojo and it won't drain him as much. Neat, huh?

Third off, and lastly, for all those budding medics out there: Yes, we know you've sewn

bits of runner together in the middle of a gang-war while exchanging fire with the Star and smoking a cigarette at the same time, but ask yourself this: Wouldn't it have been so much easier to get your patient into cleaner, quieter surroundings where he isn't at risk from tetanus and you don't have to listen to sirens and duck bullets? As long as he hits the bandages within an hour of his 'accident' before everything clogs and sets, you're safe. So, when your patient drops, try get him to a better location before you break out the bone cutter -- he'll thank you in the long run.